

## Provisional program

0800 - 0900

0900 - 0930

0930 - 0950	Modeling Teaser
0950 - 1100	Round table and open discussion
1100 - 1130	Coffee-Break
1130 - 1150	Analysis Teaser
1150 - 1300	Round table and open discussion
1300 - 1430	Lunch (not provided)
1430 - 1450	Conceptualisation Teaser
1450 - 1600	Round table and open discussion
1600 - 1630	Coffee-Break
1630 - 1650	Prototyping Teaser
1650 - 1800	Round table and open discussion

Next iterations...

**Opening Session** 

Registration

Registration required, no fees

The Engineering Education Forum (EEF2016) intends to be a place for the discussion and debate of "Engineering Education". It will focus on past, present and future trends, with the objective of increasing the awareness of the stakeholders for this thematic and promoting the integration between Students, Teachers, Industry and Society. With a special focus on Students, this event will gather and connect all the main actors, so that not only the Education of Engineering itself can be discussed, but mostly its impact over the several levels of society that the students will one day find and interact with. It will be an assessment experience, but it will also be an event to pave new routes and discuss solutions. Sessions will be organized over a round-table format, with reference personalities of all involved fields and most relevant institutions.

http://see.web.ua.pt



1800 - 1830

The Science and Engineering Education working group is an informal team of Higher Education Teachers and Investigators from the Department of Mechanical Engineering, University of Aveiro, in Portugal. This team is focused on the study and development of skills that are essential to the teaching of engineering related fields, namely the ones closest to mechanical engineering at the university level. To achieve the goal of enhancing these skills, both for teachers and students, this group works in a constant effort to develop activities for the interaction with young students and to attract them to the engineering world.

